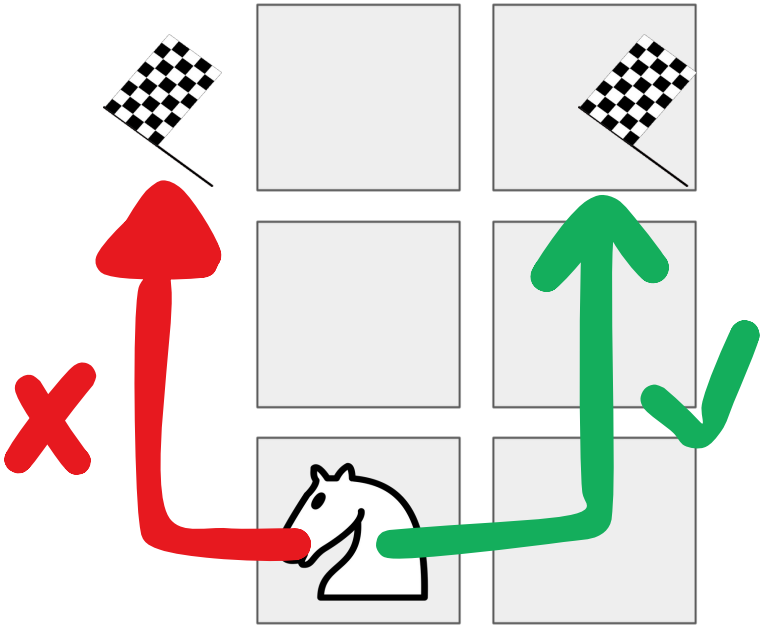
Mechanics Key

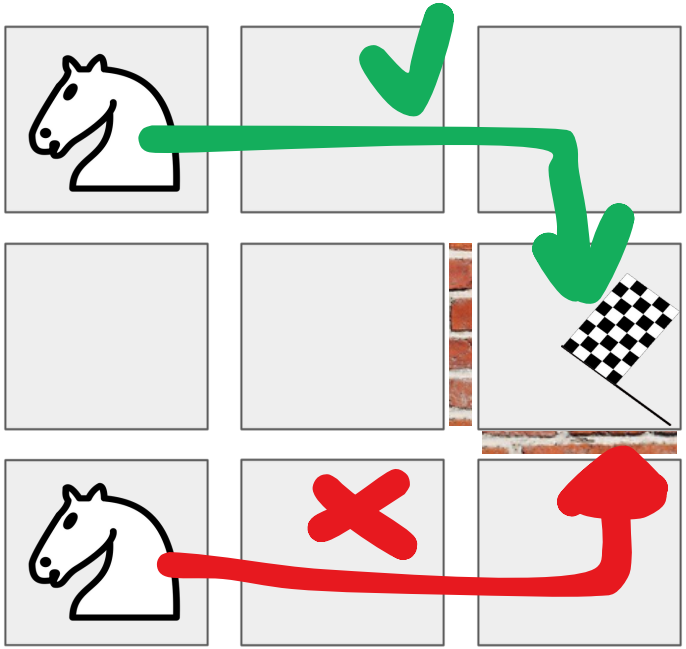
All 120 Increasingly Cursed Knight Puzzles mechanics apply here

Hopefully you didn't need these. But if you're feeling truly stuck, you're kinda screwed.

Chapter I



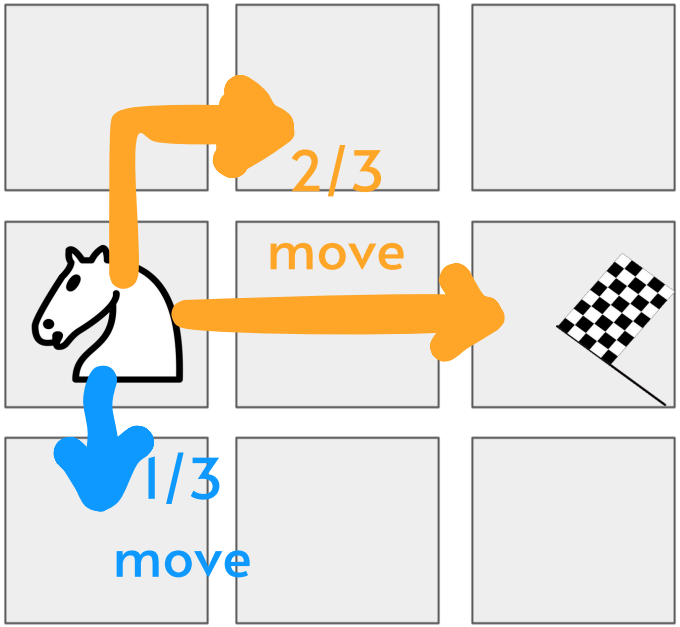
The knight cannot land on a flag without a tile under it.



Thin Brick: Cannot be landed.
Cannot be jumped through.

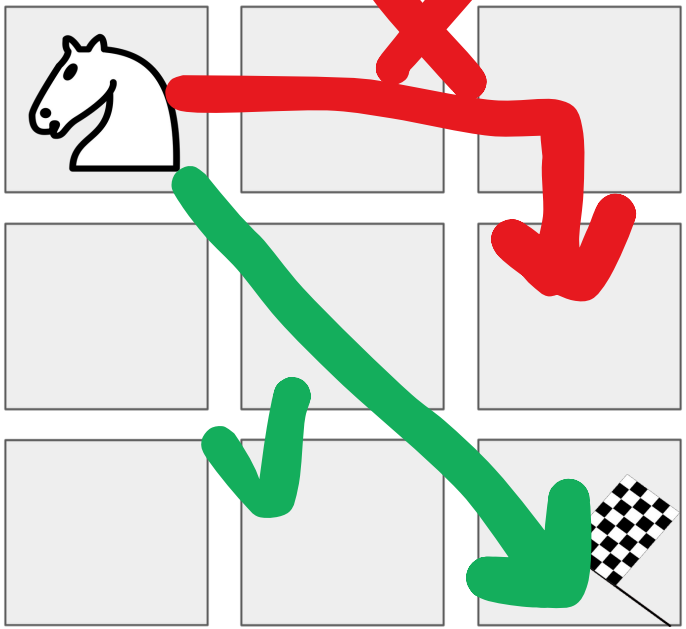
Chapter 1

moves: 2/3



Fractional Move Counter : Make an incomplete knight move. Any counter that isn't X/3 isn't fractional (3/3≠1).

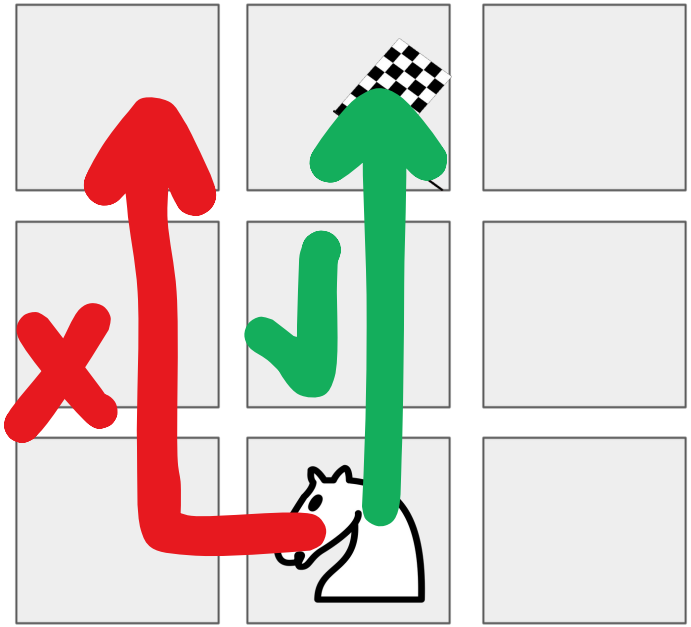
diagonal moves: 2



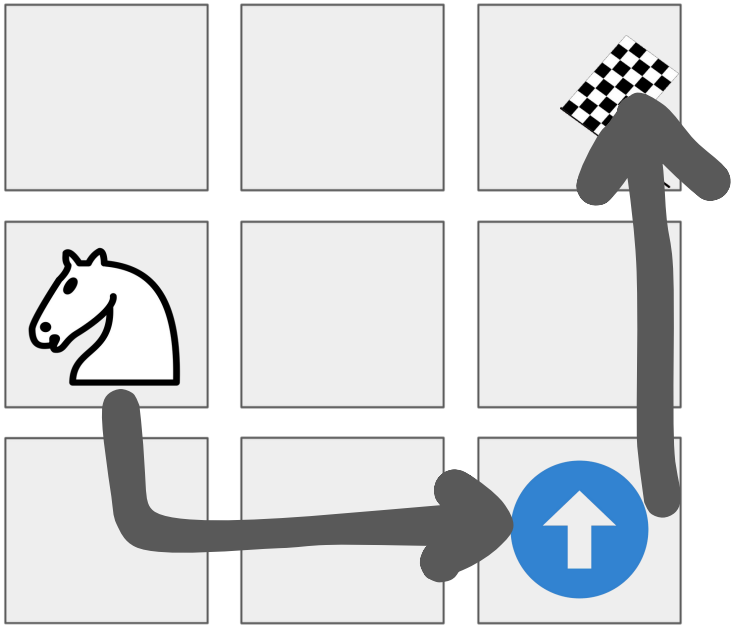
Diagonal Move Counter : Make a diagonal move. Piece cannot move with its normal movement.

Chapter 1

rook moves: 1

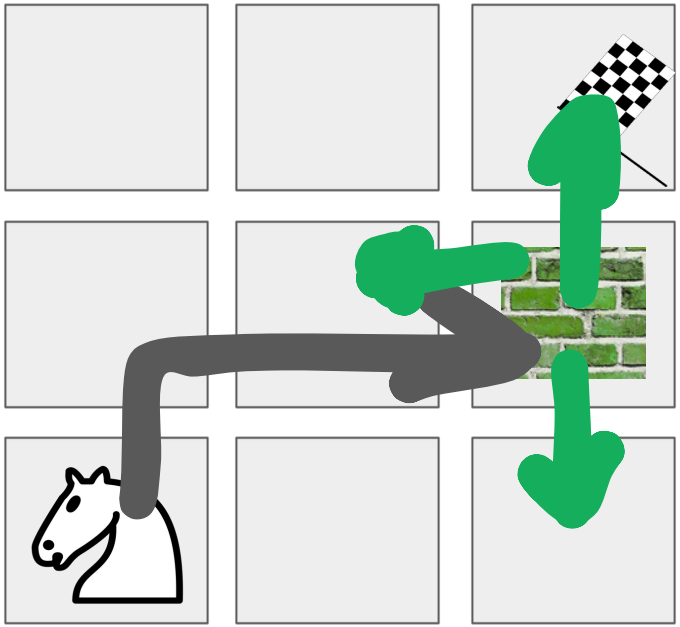


Rook Move Counter: Make a rook move. Piece cannot move with its normal movement.

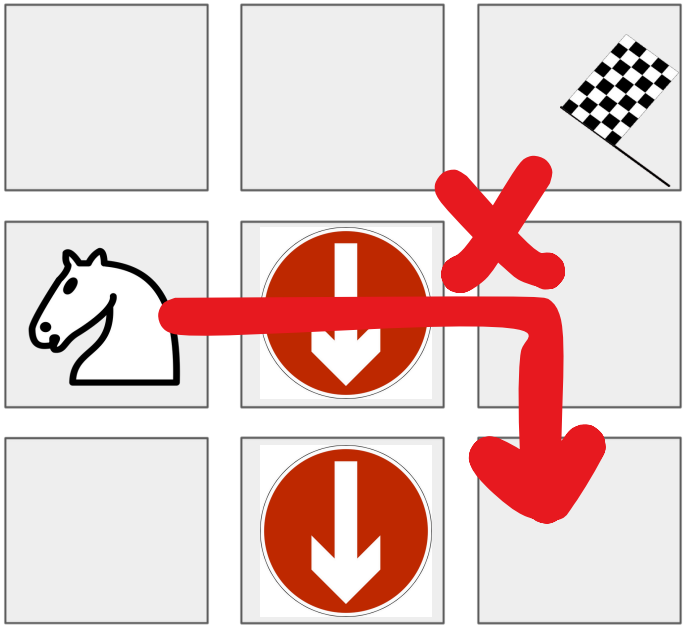


Fake Arrow: Blue Arrow, but shaped like a Green Arrow.

Chapter I

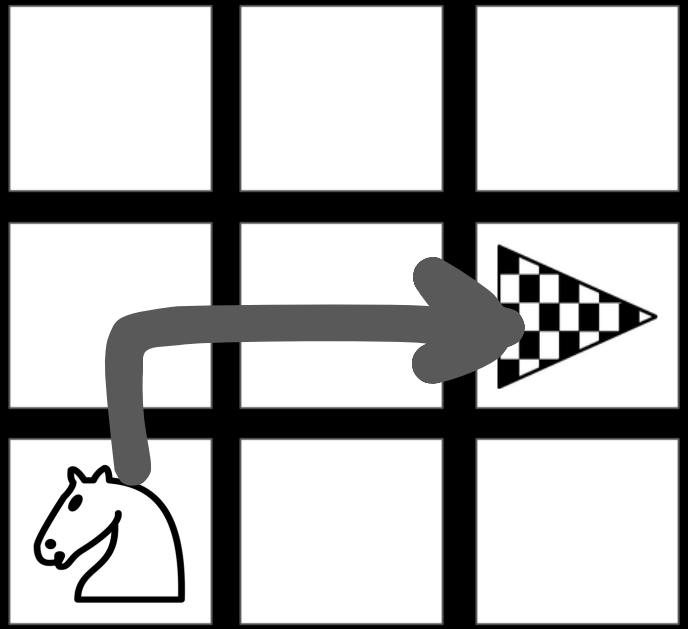


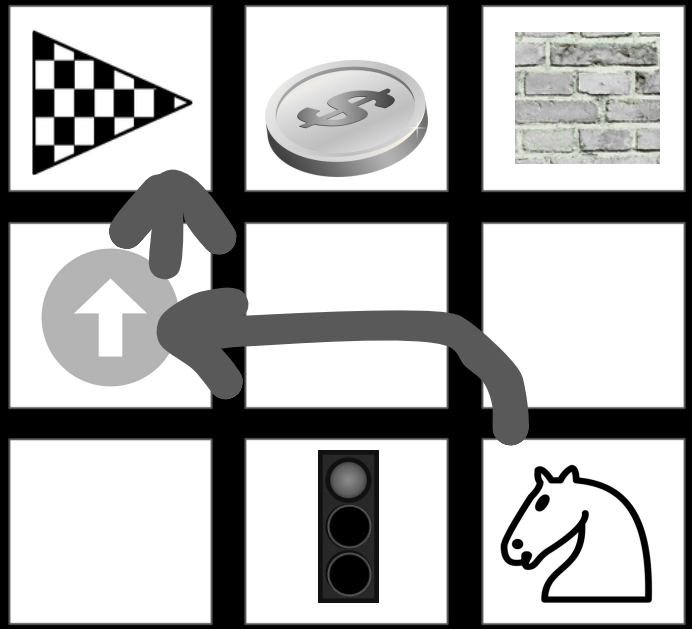
Fake Brick: 4-way Arrow, but shaped like a Brick.



Fake Blue Arrow: Brick, but shaped like a Blue Arrow.

Chapter VOID





Triangle Flag : Same as Flag

Void Brick

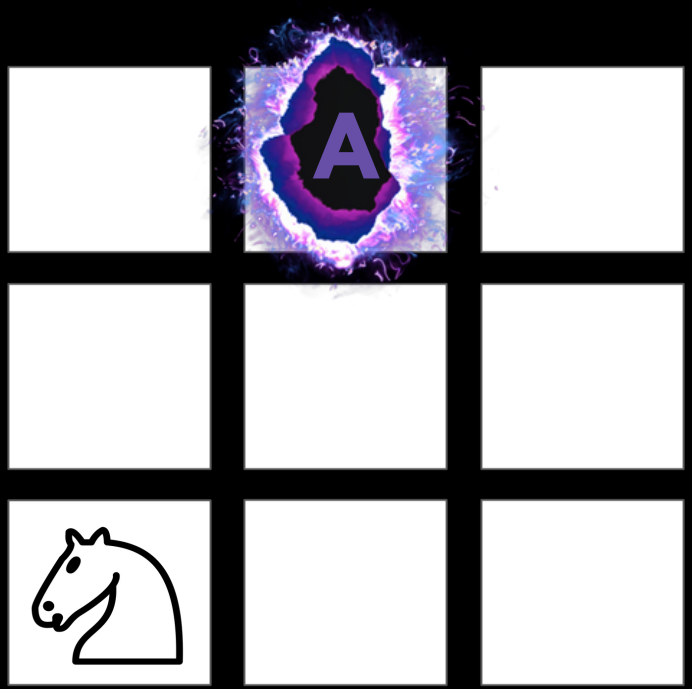
Void Arrow

Void Coin

Void Traffic Light

: Same as their regular counterparts

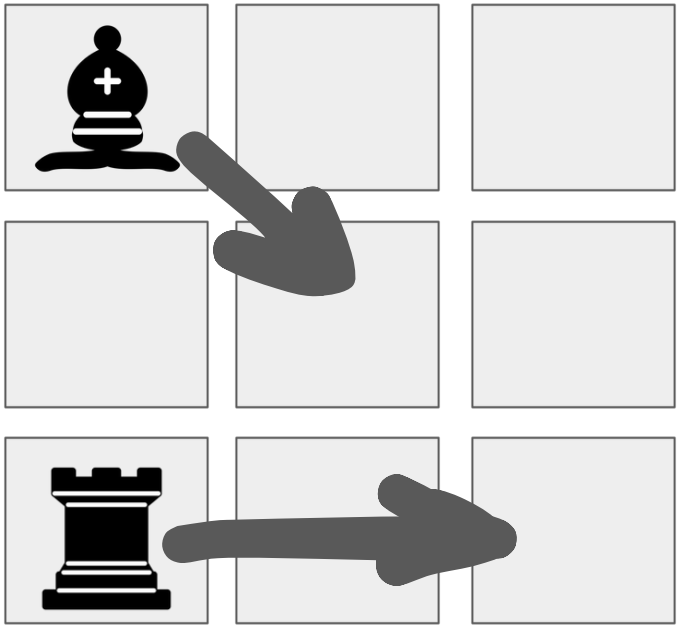
Chapter VOID

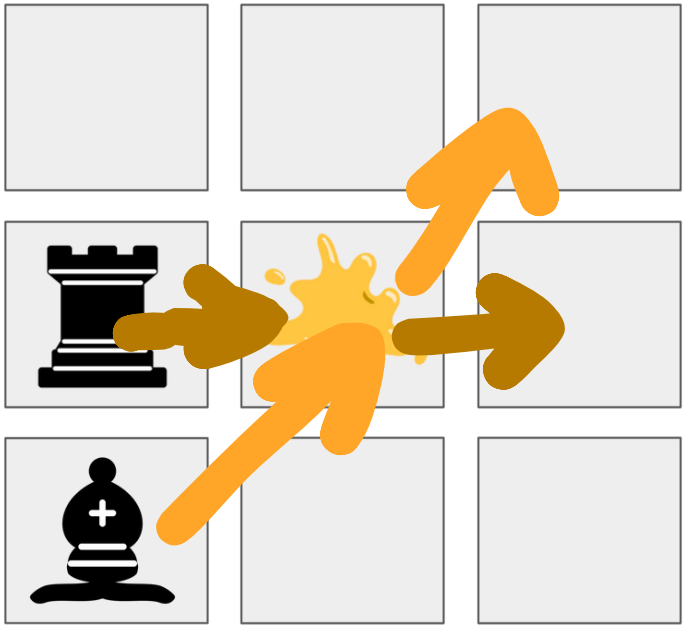


Dimensional Portals : Transports you to a different Increasingly Cursed Book

Chapter A - ICKn'tP

All pieces have a limit amount of moves and must land on tiles

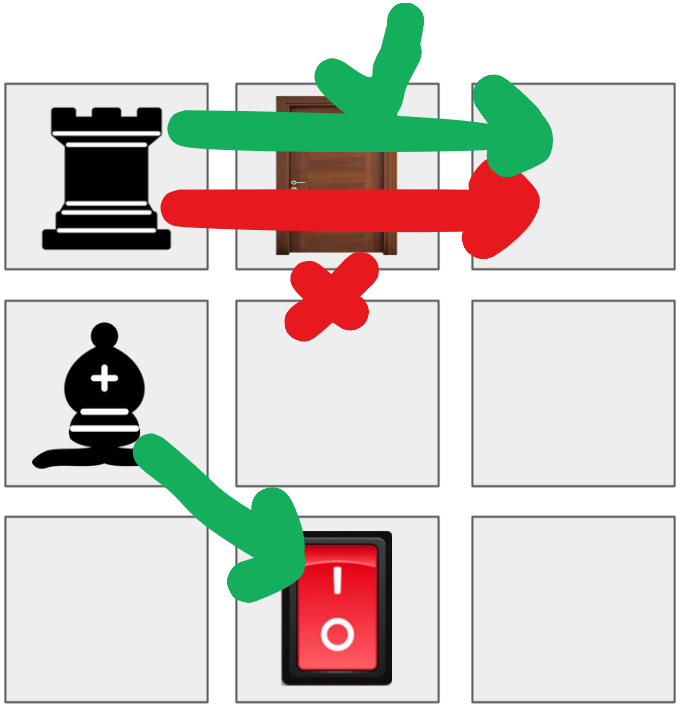




Black Rook: Moves like a rook from chess.
Black Bishop: Moves like a bishop from chess.

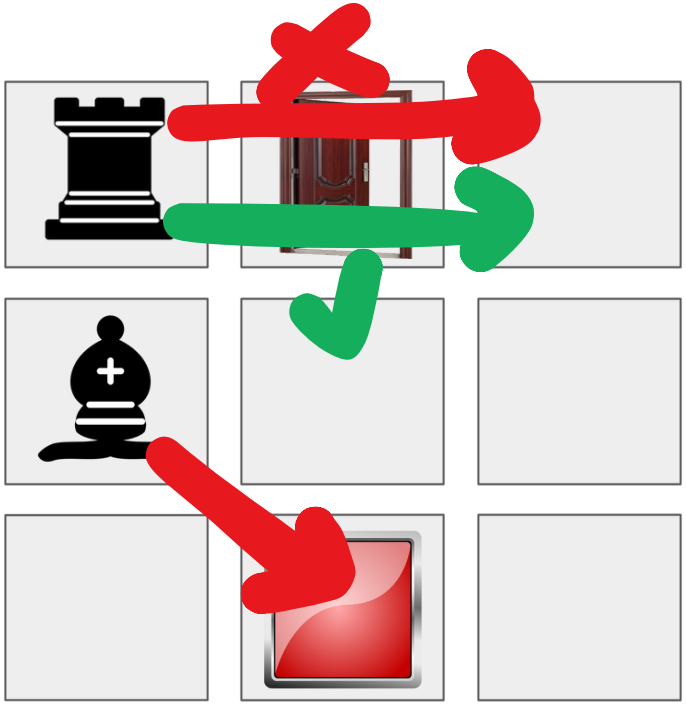
Glue: Stops any pieces movement.

Chapter A - ICKn'tP

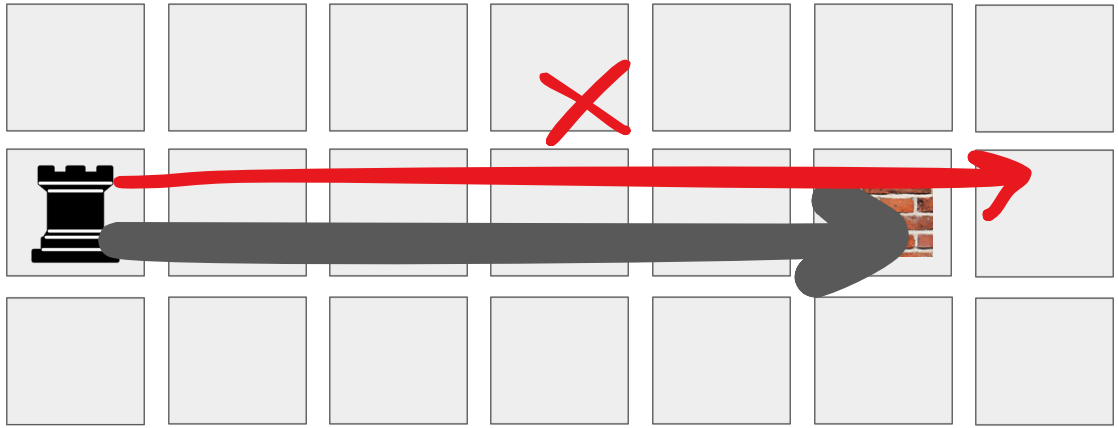


Switch: Opens and closes Doors. Can only be used once.

Door: Acts like a wall when closed. Allows moviment when open.

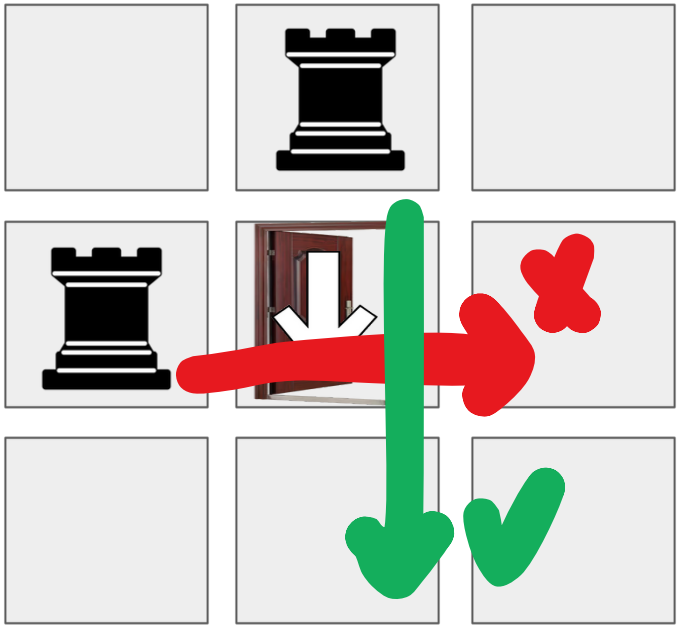


Pressure Plate: Toggles Doors when pressed. Doors come back to their normal state when the plate isn't pressed

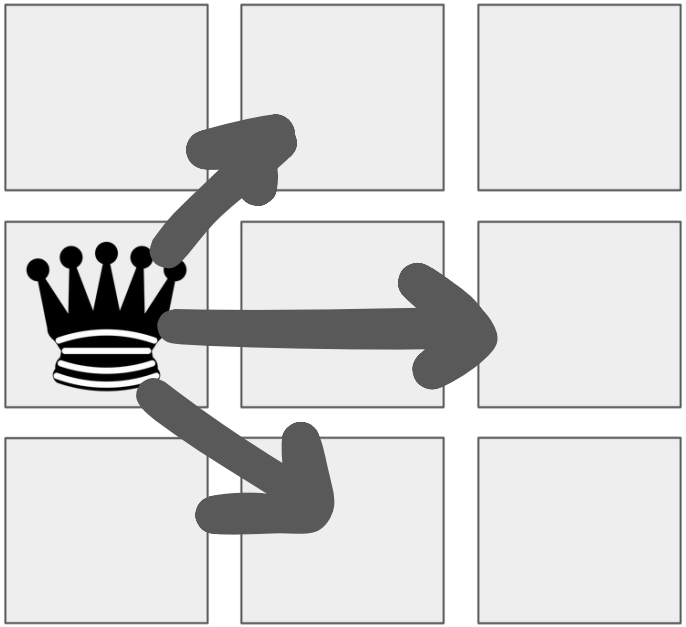


When a brick is more than 4 blocks apart from a rook, the rook can destroy it and it stops at the tile.

Chapter A - ICKn'tP

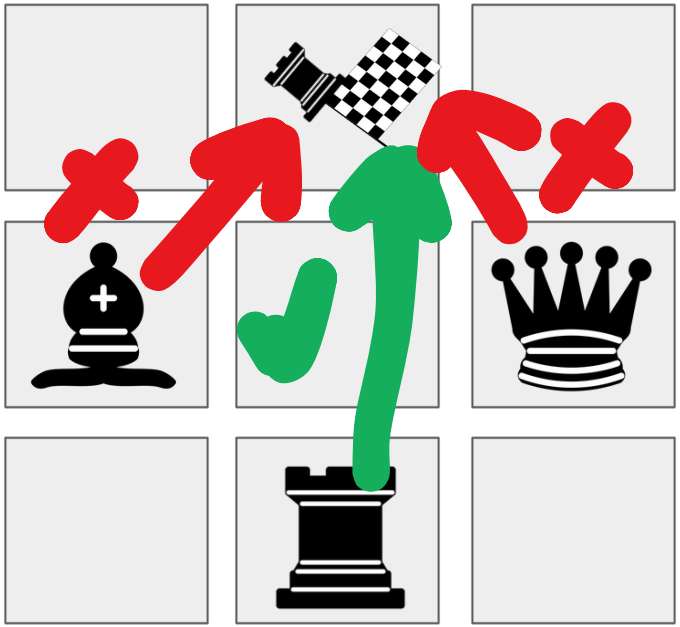


One Way Arrow: Only allows pieces that move on the corresponding direction

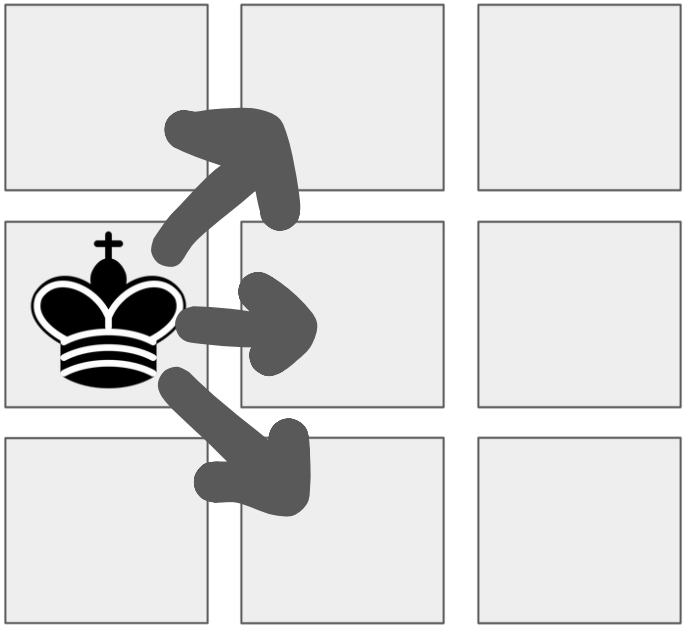


Black Queen: Moves like a queen from chess.

Chapter A - ICKn'tP

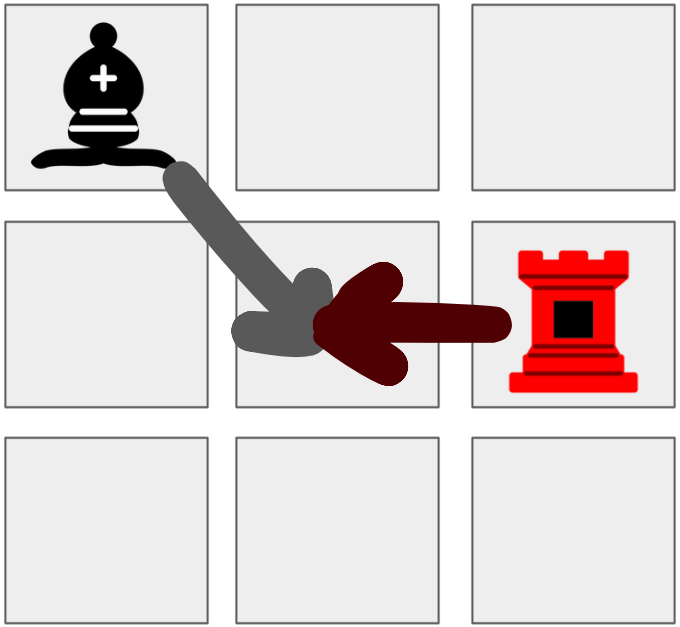


Predetermined Flag: Can only be reached by the corresponding piece.

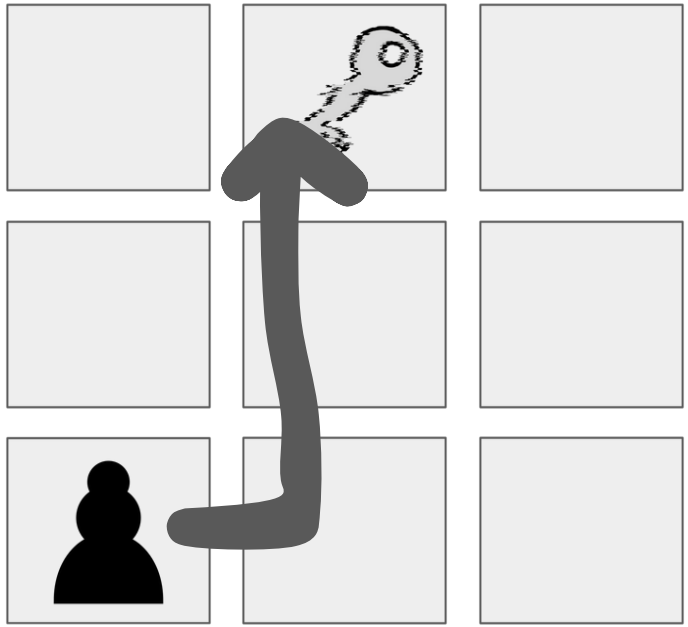


Black King: Moves like a king from chess.

Chapter A - ICKn'tP



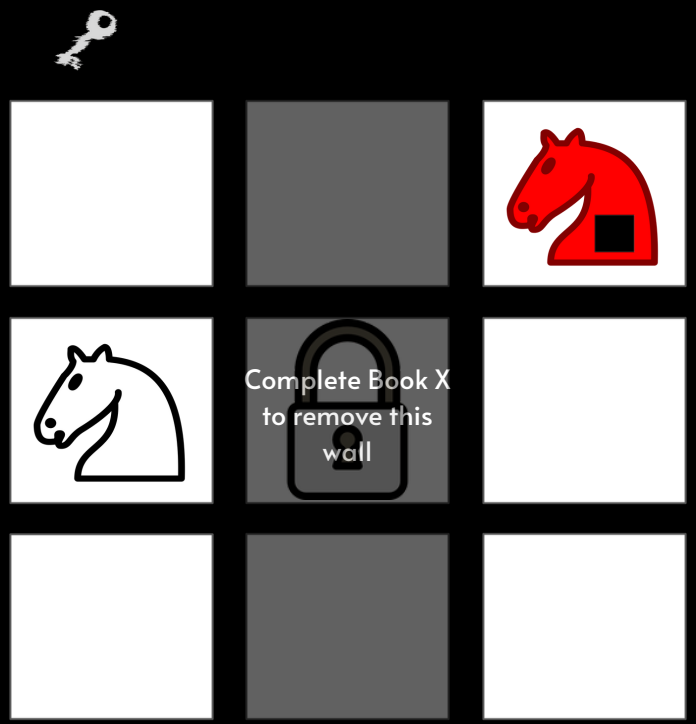
Red Pieces: Capture any pieces on their line of sight (their movement). Movement depends on the pieces shape.



Black Pawn: Moves like a knight from chess.

Void Key: Used to unlock the Void Lock.

Chapter VOID

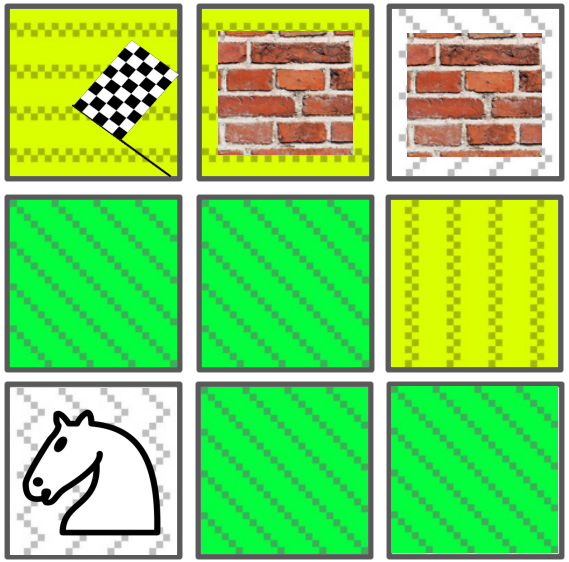


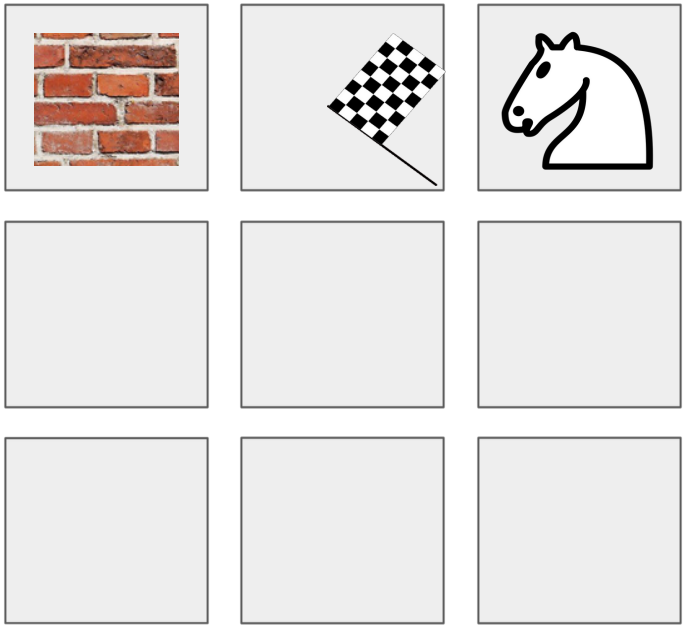
Void Lock: Works like a Wide Metal.
You can capture Red Pieces.
Red Pieces don't capture you if you don't move or wait.

Chapter B - IWKP

Wordle + Knight Puzzles wow

moves: 2





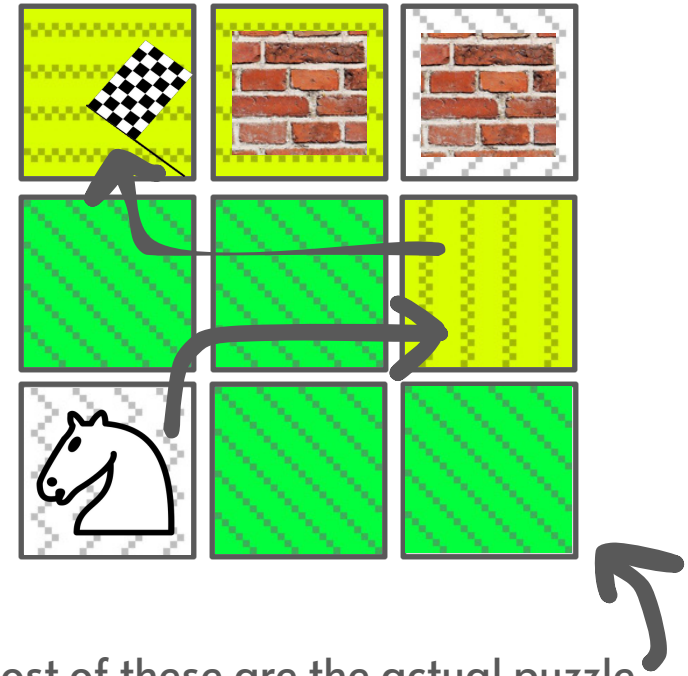
White tiles mark that a entity is not present in the line or column.
Green tiles mark the correct entity in the correct spot.

Yellow Line tiles mark the correct entity in the wrong spot on the line.
Yellow Column tiles mark the correct entity in the wrong spot on the column.

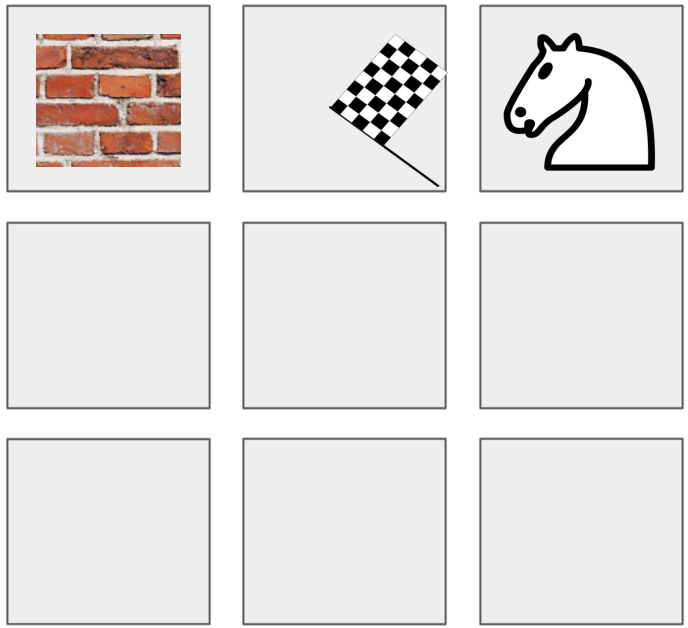
Chapter B - IWKP

oh no the meta

moves: 2



Most of these are the actual puzzle



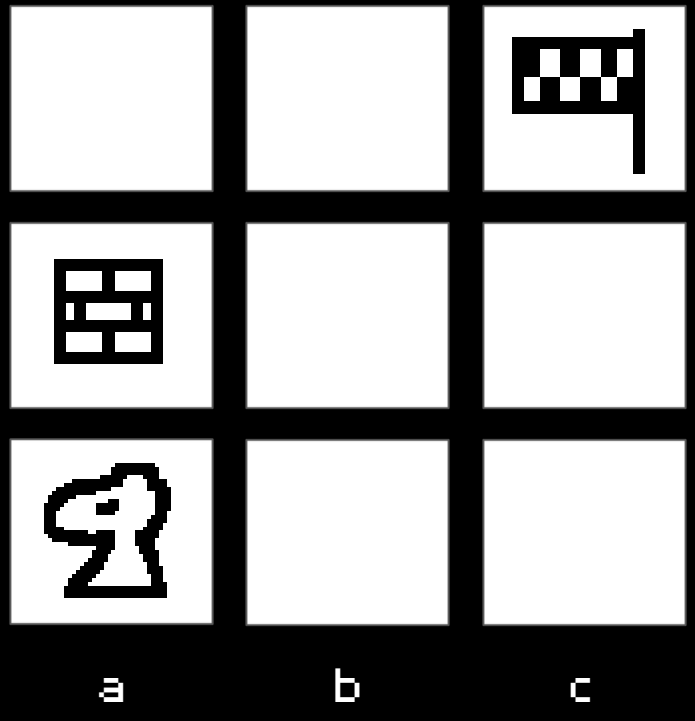
DON'T TOUCH THE MISSING TEXTURES

Chapter B - ICKPSC

```
code start {
  char knight[ ] = {1 , a};
  char flag[ ] = {3 , c};
  char brick[ ] = {2 , a};
  knight on flag = win;
  brick interrupts knight;
} code end
```

actual screw this part

this one sucks 'like very much'



Chapter C - ICSP

3	4	1	2
1	2	3	4
4	1	2	3
2	3	4	1

Complete the blanks with the number 1 through 4, while making sure ever line, column and 2 by 2 squarehas an unique number

3	4	2	4
1	2	6	8
8	2	2	3
4	6	4	1

Red Squares doubles the original value of the square.

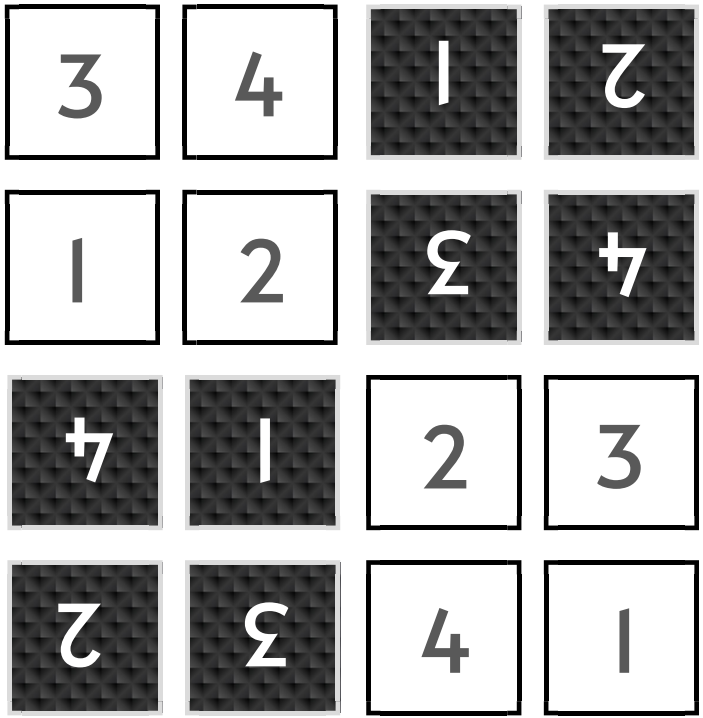
Chapter C - ICSP

3	4	1	$\sqrt{2}$
1	2	$\sqrt{3}$	2
2	1	2	3
$\sqrt{2}$	$\sqrt{3}$	4	1

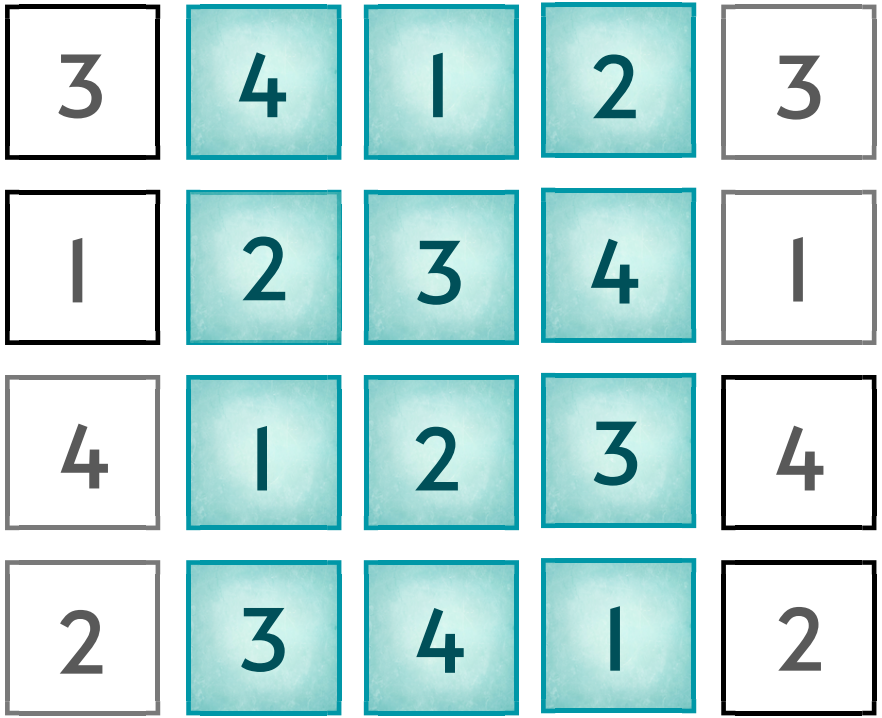
Blue Squares square roots the original value of the square.

3	4	A	B
1	2	C	D
D	A	2	3
B	C	4	1

Yellow Squares converts the original value of the square into a letter.

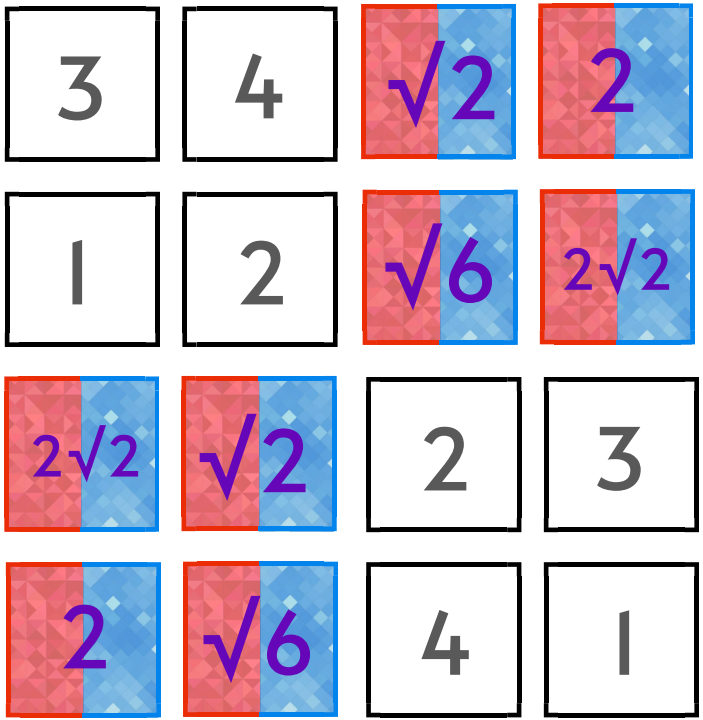


Black Squares reverses the original value of the square.

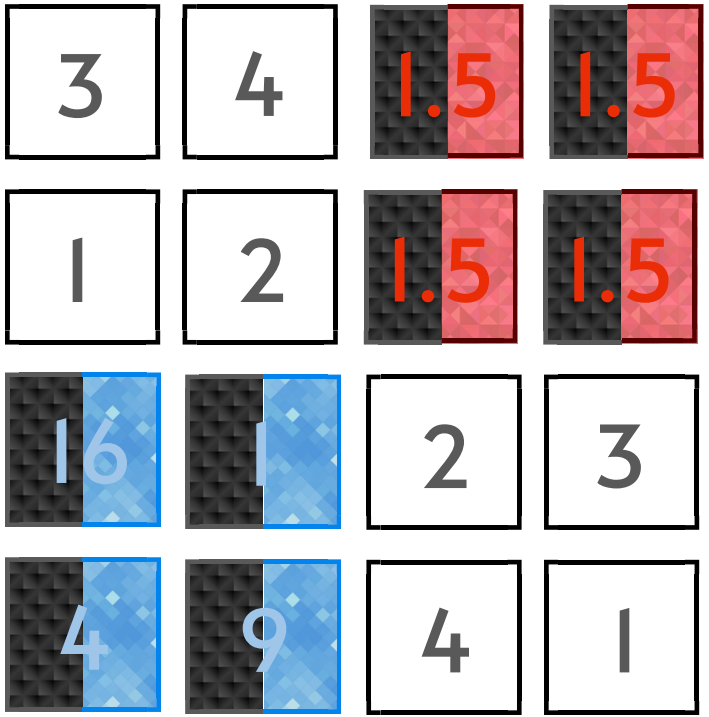


Teal Squares indicate there are 2 or more sudokus sharing squares.

Chapter C - ICSP



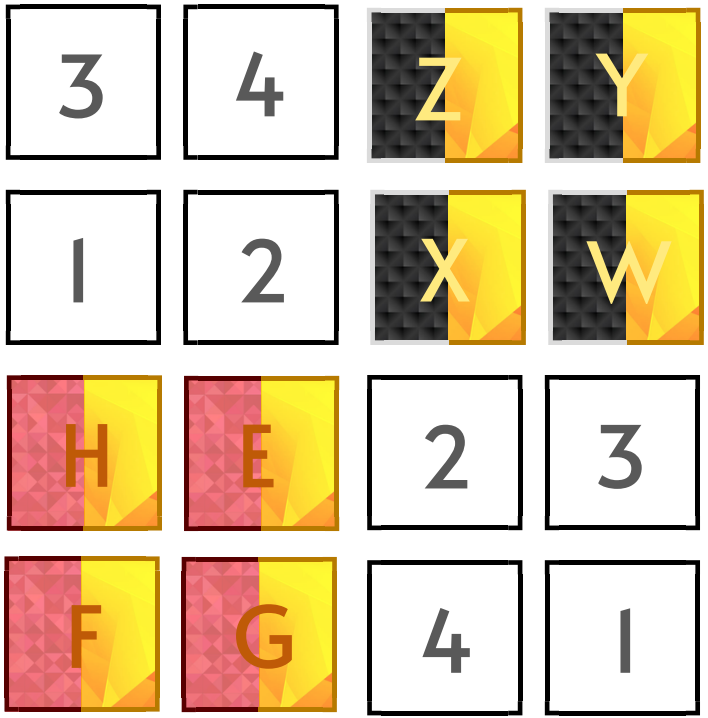
Red Blue Squares double and square roots the original value of the square.



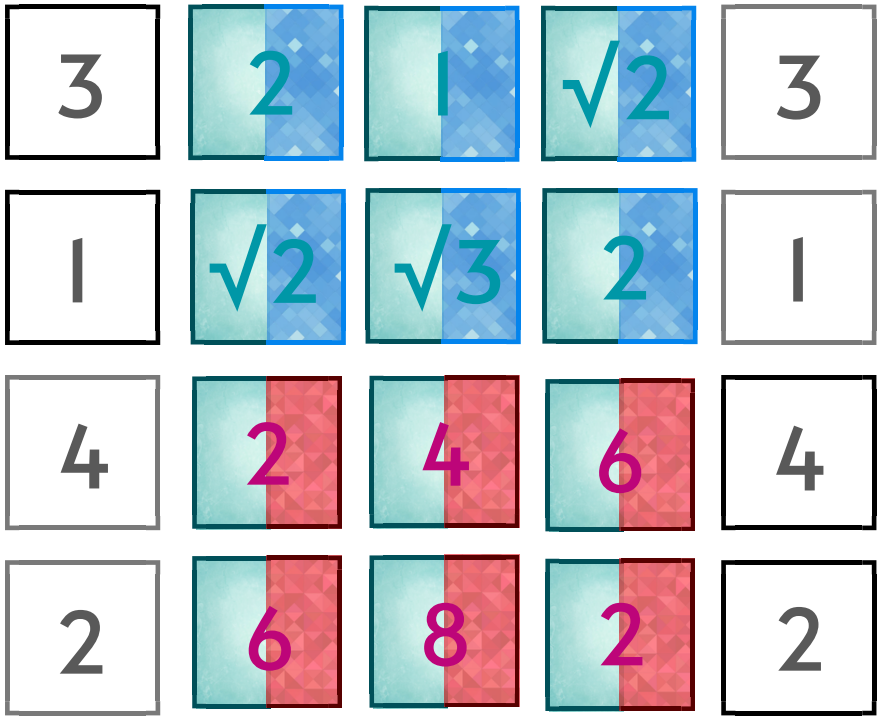
Black Red Squares halves the original value of the square.

Black Blue Squares squares the original value of the square.

Chapter C - ICSP

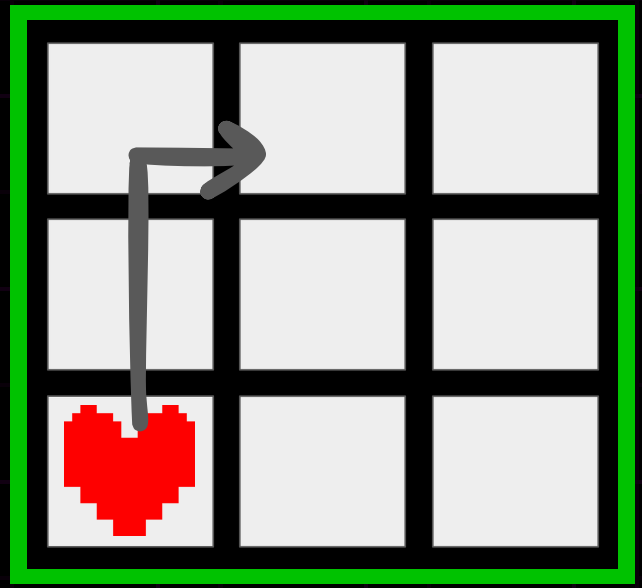


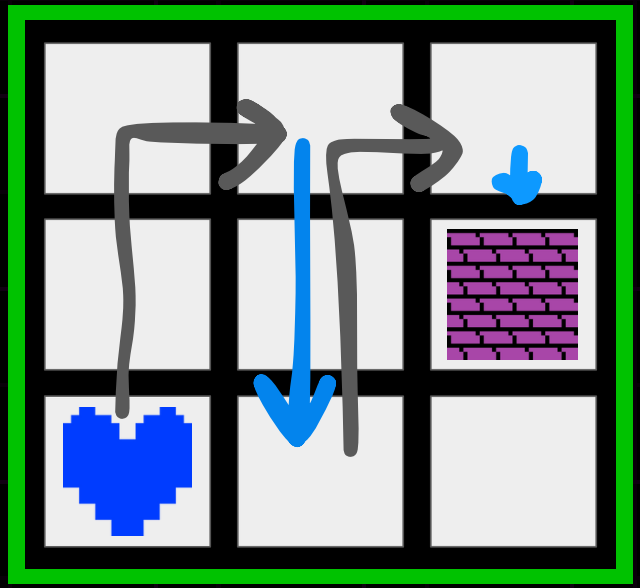
Black Yellow Squares converts the original value of the square into a letter in reverse alphabetical order.
Red Yellow Squares doubles the original value of the square converts it into a letter.



Black Red Squares halves the original value of the square.
Black Blue Squares squares the original value of the square.

Chapter D - ICDBBAWTHITBSFL





Determination: Moves like a knight.

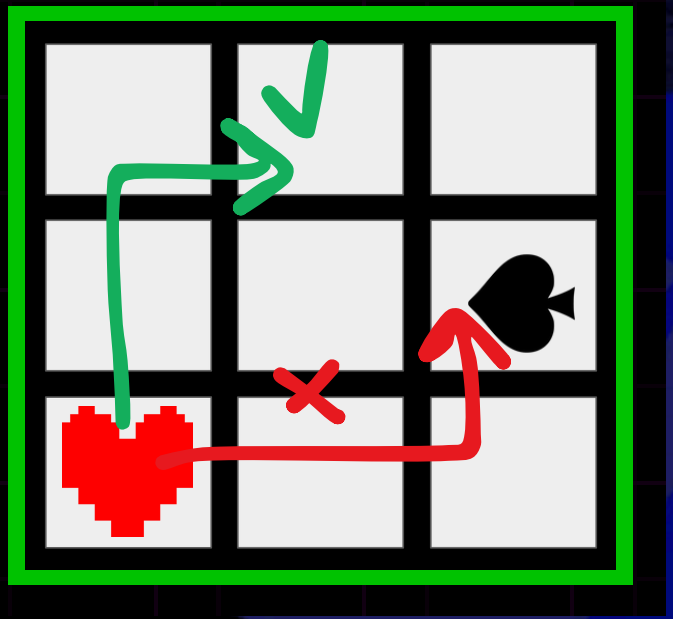
Spade: Moves like a rook. You cannot finish your moves on the same lane as Spade

Integrity: Moves like a knight. Has Gravity

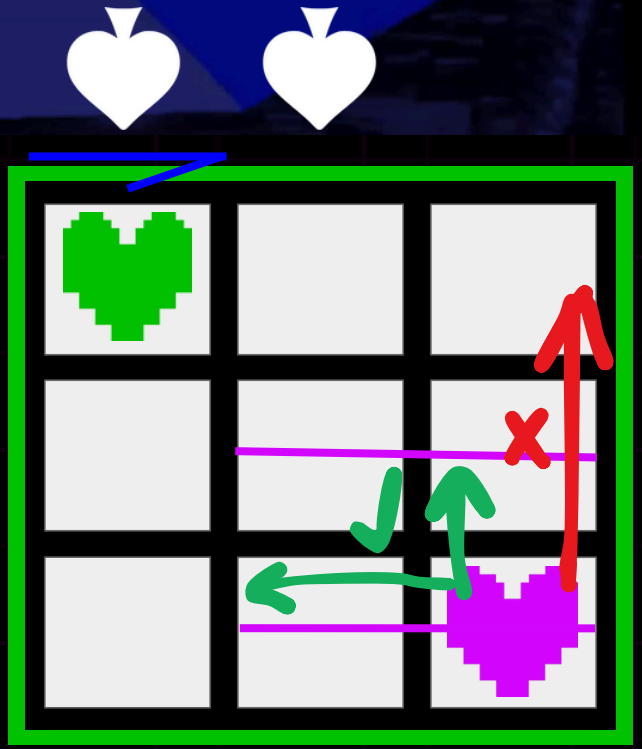
Purple Brick: Brick.

Integrity can land on blocks and other souls without being affected by gravity

Chapter D - ICDBBAWTHITBSFL



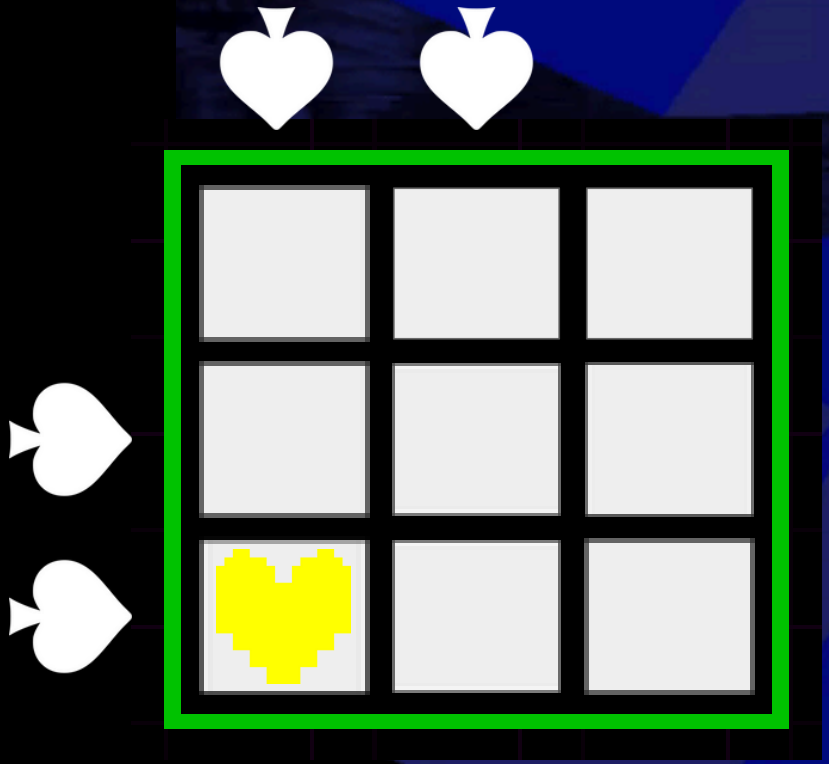
Black Spade: You cannot land on it by any means.



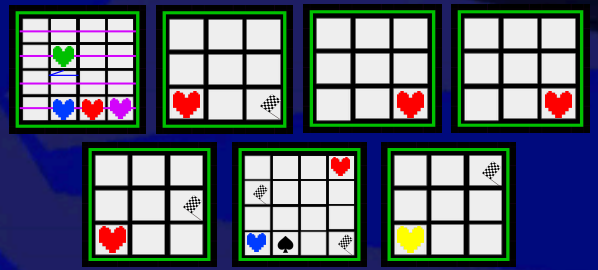
Kindness: Can't move. Blocks Spades. Uses a move to turn around

Perseverance Moves like a rook. Can only move on the purple lines.

Chapter D - ICDBBAWTHITBSFL

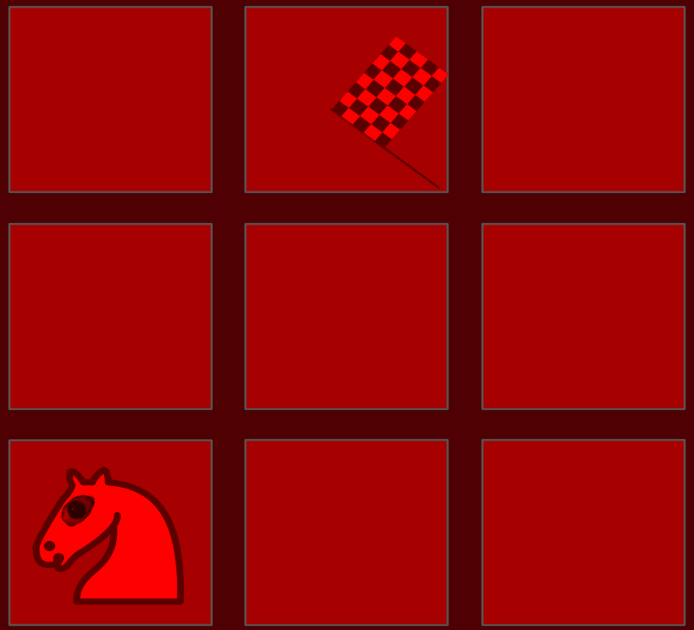


Justive: Moves like a bishop.



Mini Levels: Represent some sort of code...

Chapter E - ICKP.EXE



EVIL Flag: Same as Flag.

(*JD@#: Moves like a knight.

EVIL Arrow: Same as Arrow.

EVIL Brick: Same as Brick.

Evil Bloody Hammer: Same as Hammer.

Chapter E - ICKP.EXE

EVIL Scary Arrow: Same as Blue Arrow.

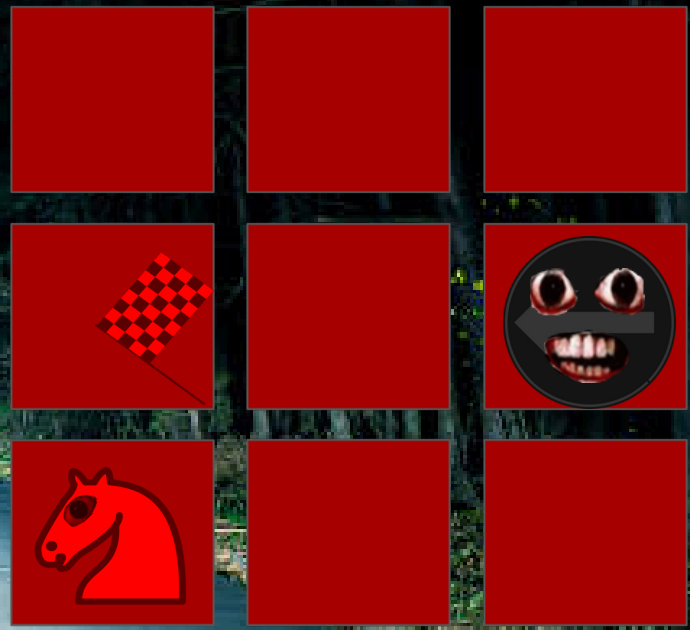
Evil Rusted Metal: Same as Metal.

EVIL Souls of The Damned: Same as Coin.

EVIL Meat Tile: Same as Cracked Tile.

EVIL Dead Body: Same as Coin.

Chapter E - ICKP.EXE



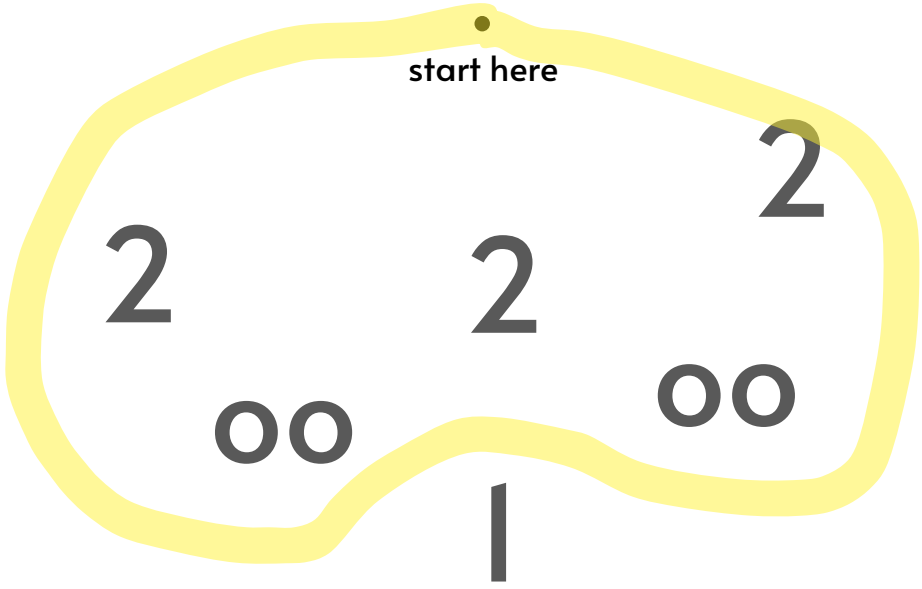
EVIL Dirt: Bury the Dead Body.

Evil Shovel: Use to Bury.

EVIL Creppy Arrow: Same as Arrow.

EVIL Arrow.EXE: Same as Blue Arrow.

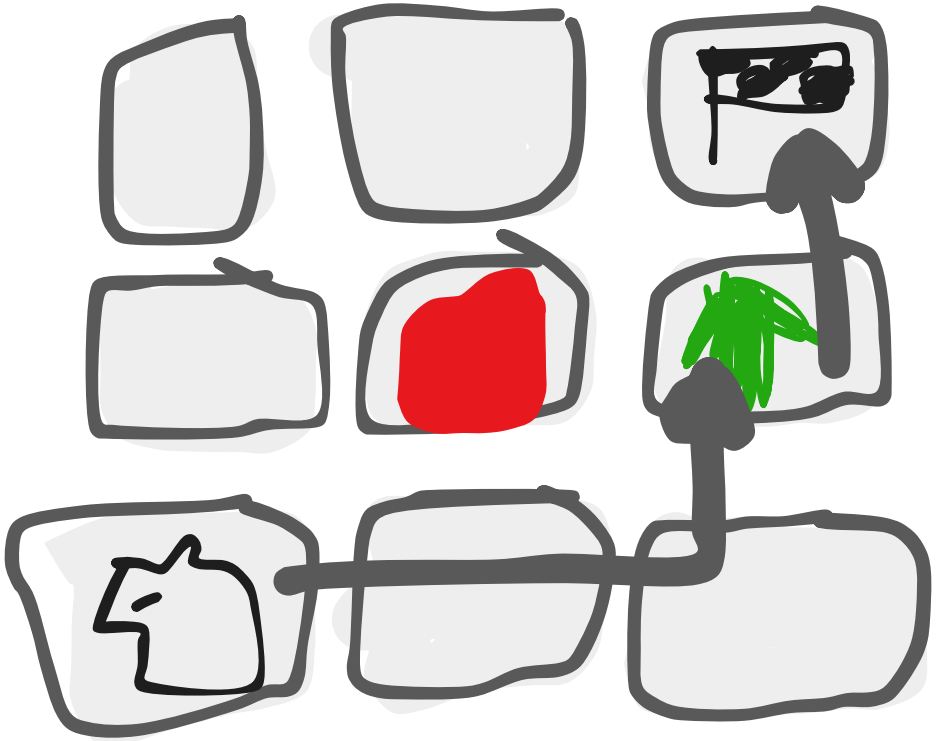
Chapter F - ICLP



Circle every two or two entities, no matter the caption.

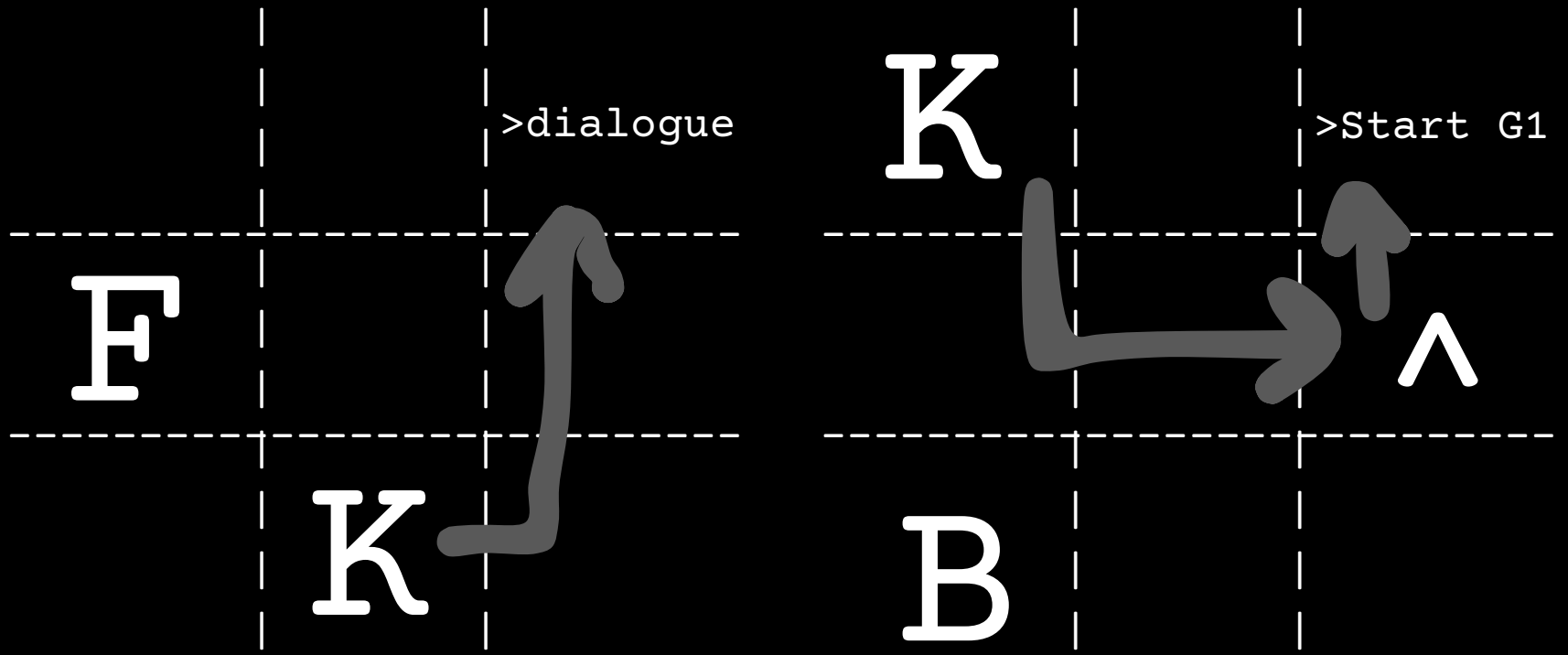
Chapter 6-1 ckP Bck

slide knight go down



keep them the same

Chapter G - ICKP1979



F: Same as flag.

^: Same as arrow.

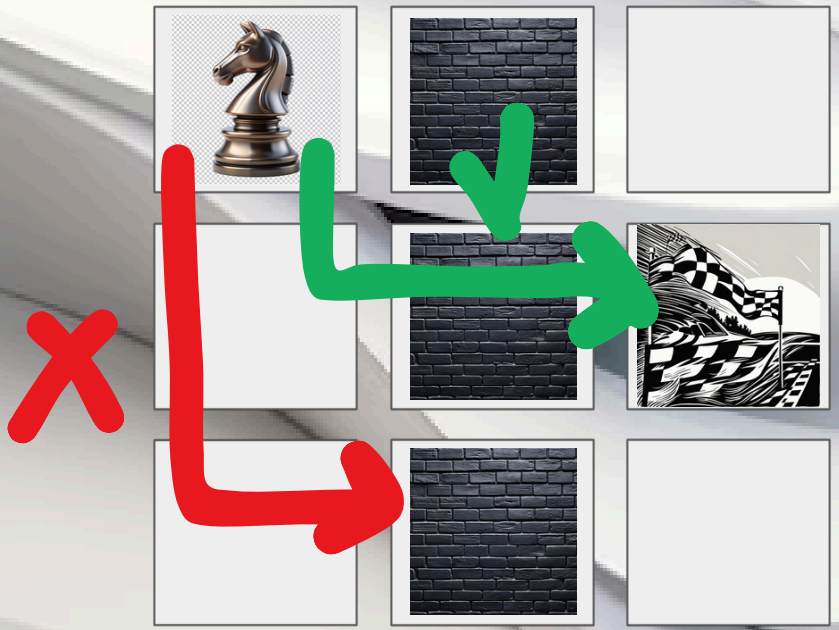
K: Moves like a knight

>dialogue: move to the next slide.

B: Same as brick.

>Start level: move to the next slide.

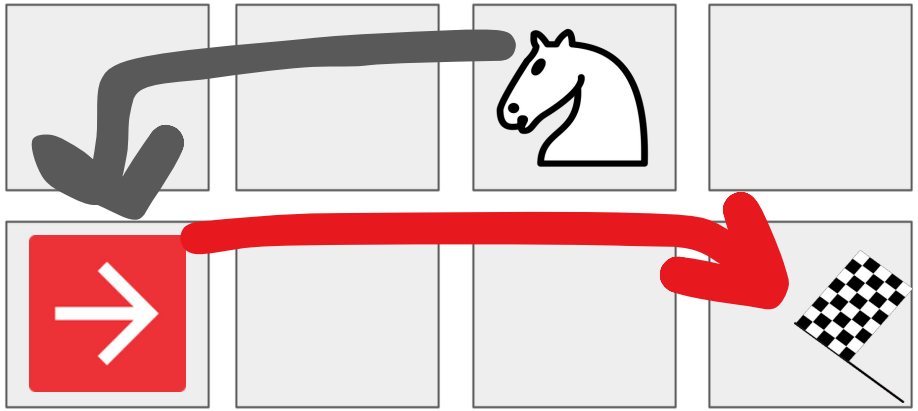
CHAPTER 6 - AIICKP



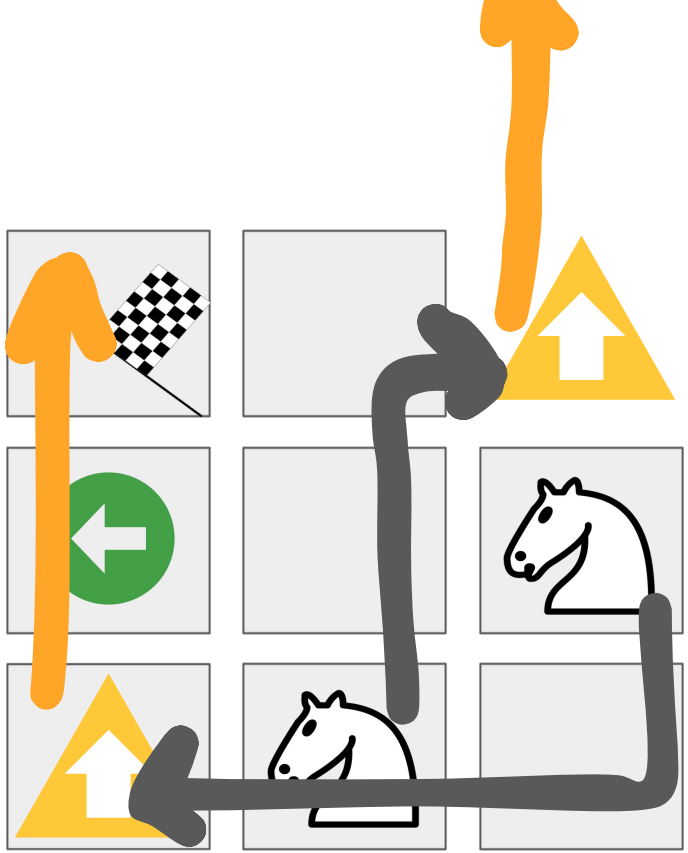
BLACK BRICK: CANNOT BE LANDED. CAN BE JUMPED THROUGH.

'WATER USED' METER: SHOWS HOW MUCH WATER WAS USED TO MAKE THIS SECTION

WATER USED: INFINITE ML



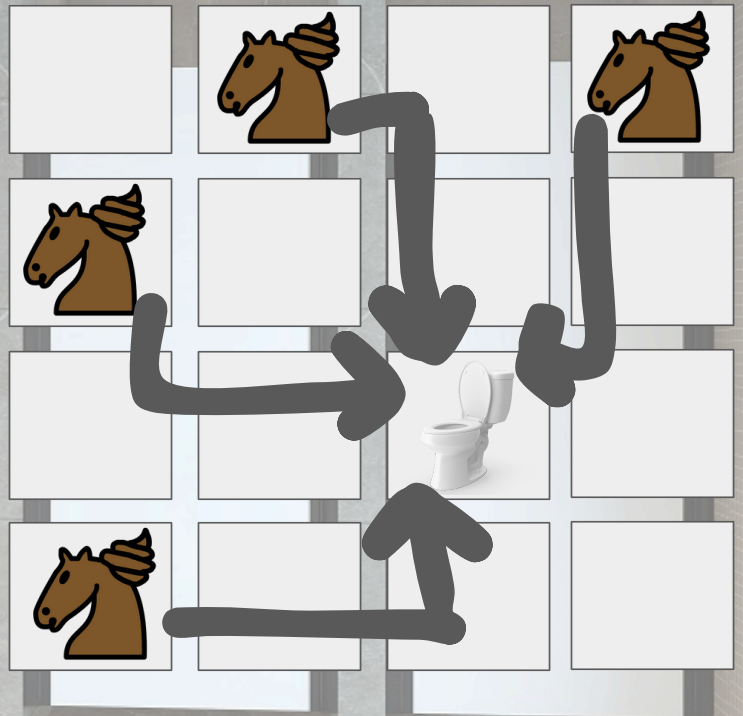
Red Arrow: Green Arrow, but 3 Spaces



Yellow Arrow: When landed on, moves the knight until it reaches the end of the board.

Chapter G - ICKP Unsanitary Edition

Chocolate Knight: Moves like a knight.



Toilet: Works like a flag, but can be landed on by multiple pieces